

# The City of Bloomington, Idaho Resolution No. 01-2024

A RESOLUTION AMENDING THE CITY OF BLOOMINGTON BUILDING LOT AND STANDARDS ORDINANCE 2024-01 ADDING TO CHAPTER II A DEFINITION OF TERMS FOR CHANGE OF USE, ADDING A REQUIREMENT OF A BUILDING PERMIT FOR CHANGE OF USE TO CHAPTER III SECTION 3.2, DELETING THE MISDEMEANOR FROM CHAPTER III SECTION 3.6.

BE RESOLVED BY THE CITY COUNCIL AND MAYOR, OF THE CITY OF BLOOMINGTON, IDAHO, THAT THE FOLLOWING CHANGES BE INCORPORATED INTO ORDINANCE 2024-01 AS FOLLOWS:

## **CHAPTER II – DEFINITIONS**

**CHANGE OF USE:** When a building undergoes major remodel for another use or may incur no physical changes but has a change in the type of business or residential use.

#### CHAPTER III – ADMINISTRATION AND ENFORCEMENT

## 3.2 Building Permits Required

No building or other structure, except fences, shall be erected, moved, or added to without a permit issued by the Council. Change of Use from outbuilding to residential or commercial requires a Change of Use Permit.

## 3.6 Penalties

Violation of any of the provisions of this Ordinance or failure to comply with any of its requirements has a corresponding fee.

The City Attorney shall, in addition to taking whatever criminal action is deemed necessary, take steps to civilly enjoin any violation of this Ordinance. Penalties for failure to comply with or violation of any of the provisions of this Ordinance shall be as follows: Violation of any of the provisions of this Ordinance or failure to comply with any of its requirements shall constitute an infraction, punishable by a fine of \$300.00. Each day such violation continues shall be considered a separate offense. (misdemeanor – removed)

NOW THEREFORE, be it resolved by the Mayor and City Council of the City of Bloomington, effective beginning June 18, 2024, the above changes shall take effect.

PASSED by the City Council and APPROVED by the Mayor this 18<sup>th</sup> day of June, 2024.

	THE CITY OF BLOOMINGTON IDAHO
ATTEST:	Roy A. Bunderson – Mayor
Debbie Thomas, City Clerk	